

Claims

- [c1] A theme park with a juxtaposition of existing toy and animation characters from multiple toy and animation creating companies with interactive, participatory, experiential games for children and families
providing toy and animation characters in the museum for display and the same characters creating a thematic environment in the game complexes (for example: G.I. Joe characters in the museum and the same characters with all G.I. Joe accessories creating an environment for a game – say laser tag) for children to play with their favorite toy and animation characters
providing unique games and activities in the game complexes which are never played before (these will be patented separately)
- [c2] A theme park with the design of the shade of multiple "cooling leaves" where each cooling leave has solar panel to generate solar energy (see Fig 1)
design of nine galleries which are constructed as "half underground" by shifting the land and creating dunes
design of the "cooling leaves" – the look and feel – for the theme park to create shade

providing 'mist' in the surrounding the green area for cool and air-conditioning effect

[c3] Nine Galleries are designed in a unique framework

(Figure 2):

1. Heroes in Battle conflict/war (21st Century, GI Joe, bbi, etc.);
 2. World of Jim Henson puppets (marionettes, Muppets, etc.);
 3. Dolls Show dolls, history of role play (Barbie, American Girls, etc.);
 4. International Speedway transportation (Hot Wheels, Matchbox, Lionel, etc.);
 5. Toon It Up animation (Simpsons, Hanna Barbara, Nick, Cartoon Network, etc.);
 6. Extreme Sports activities related to sports (skateboarding, in-line, BMX, etc.);
 7. To the Rescue superheroes (Batman, Spider-Man, Superman, etc.);
 8. Enter at Your Peril: Collection of horror (Universal Monsters, Alien, Predator, etc.);
 9. Not In This World: Robot and science fiction toys (Star Trek, Star Wars, Battlestar Galactica, Final Fantasy etc.)
- with a emphasis on the video games

[c4] Nine uniquely (five games and activities in each nine gallery) designed and conducted games and activities

that are never played and held before:

The watchdog: the game is played physically in an indoor space between two individuals or team where surrounding environment is created digitally. The participant carrying laser guns are put into various war situations to achieve a goal and participants quickly find a strategy to handle such situation as a team. Some of them run through out the space and some goes on an interactive rides (war vehicle including airplane shaped rides that runs through the space where participants can steer and hit certain trigger points) to hit the trigger points of the opponent (again partial digital characters and partial physical) team in order to achieve the goal and to score. The team scores maximum wins

Animation Storyland: Participants creating animation story board of 10 minutes and being presented in the screen to the audience live. Participants design their own animations, robotic constructions, video games, musical compositions, simulations, and multimedia presentations in 10 minutes (Group preparation time 20 minutes). The film is then shown to the audience and an award (Child-Oscar) is presented.

Reflective car race: Each participant is given a remote operated reflective whose behavior is moderated by the situational contexts in which the user interacts. During the course of interaction, the system tracks the user's spa-

tial, temporal, and other contextual information to tune its own functions according to user's actions and intended goals. The race happens in the system-develop track where environment is created with three dimensional simulation. Each race has its own story – from vintage to romance.

Emonic Games: The game enables improvisational construction and navigation of media space, both by individuals and by groups. The participants either control the system directly (e.g., real-time recording, processing, and performance of audiovisual media, exchange with remote users and online databases), or leave the low-level control to the underlying evolutionary algorithms, focusing instead on higher-level guidance. The system is controlled in a variety of ways: on-screen, with sensors of various types, or with cell phones that are used as controllers of the system's input and behavior. The group has to produce and make profit for their show. The group that makes maximum money wins.

Intelicathlon: The game is to complete all the seven extreme games such as skate boarding (at least 2 tricks), razor scooter (quick two tricks), river raft (fast in time), skating (cross the barriers), rock climbing (touch-the-top), creative modeling (build a model for collectibles), bowling both by individuals and by groups. Each team member has equal number of virtual member

and they play together to win the game.

Doll fashion show: For the younger half of the target range, dress up and role play opportunities would be perfect.

The girl and lady participants play the role of a doll character and they use that dolls accessories to present themselves. The whole act is recorded in the camera and handed down to the participants in DVD. All creative presentations win the prize.

Space Invaders: Two teams play on a space where there are many small places (planets). One team tries to protect these planets. The other team goes into the space ship and tries to invade into these planets. There is a council decides the rule or so called law-maker for planets.

There are fast vehicles (space ships) on the computer track between these planets so that the participants can quickly get on this and get to the planet. (See Fig 7) Each participant get a paper card describing his or her position in the planet and role in the game. They all get laser shield to wear and one of the many devices to fight. If the gun hits the laser shield once, the person is grounded for 3 minutes. If the gun hits the laser shield twice, the person is grounded for the game. The individual and team has to win or protect at least one planet in 20 minutes before another team comes.

Chill Factor: These are the dark houses and in there are many ghosts and monsters are formed in virtual reality

that are operating in these dark houses. Some of them are good monsters and some are bad. They are really bad. The structure is such that participant might get lost inside. Since each time the exit is different as the animation design changes, the people get lost in the dark house. The idea is to play with the monsters and find the way out in 10–15 minutes. If the participant can not find their way out, they are grounded. Of course, there are emergency exits. This would be a perfect opportunity for partnering with Gentle Giant. They produce action figures and statues using a 3D modeling program and special equipment.

Super-Hero: The participants get to play the 4500 real-life and comic book super hero roles. Each participant uses various virtual items to play this role in different situations. These situations are created in physical-virtual environment. The theme situations are: Music room, Conflict, Marketplace, Everest and Outbreak. The game is to solve various problems and challenges that exist in each of these theme situations. One set of participants are given their roles to create the situation. Another set of participants are given to solve the situation. The person who achieves the success wins the prize.

[c5] A three-dimension photo-realistic virtual reality display (to display toys and animation characters or other col-

lectibles) in a physical world that display three-dimensional photo-realistic virtual reality images on a display device comprising:
providing digital video information related to physical items that are displayed in the gallery to a three-dimensional virtual reality display screen
super-imposed digital audio information related to physical items that are relayed into a pre-set area within said three-dimensional virtual reality in a synchronized overlay manner

[c6] A set of media or apparatuses that capture response – both movement and audio – from the participant and recorded in a computer-based device for processing and triggering three-dimension photo-realistic virtual reality images.

[c7] The apparatus of Claim 6 further comprising rendering both video and audio outputs for information update about three dimensional photo-realistic virtual reality display images
wherein said apparatus acquire information corresponding to a connection state of information means

[c8] The set of media or apparatuses of Claim 6 further comprising information gathered from the participant – physical movement, eye movement and audio – to trig-

ger the apparatus of Claim 4 to initiate or an update

- [c9] The apparatus of Claim 6 and Claim 7 where three-dimensional graphic data is described in VRML (virtual reality modeling language) and photo-realistic image rendering applications
- [c10] The apparatus of Claim 8 wherein said information superimposed displays images in a pre-set area of said three-dimensional photo-realistic virtual reality images on a physical display and display screen in a pre-determined scrolled manner thus creating interactive experience
- [c11] The apparatus (used in the game complex of the gallery park) comprising audio reproduction means, display images (visual) reproduction means and physical means for trigger of a participant and being in the form of at least a part or whole of mannequin or other physical objects, a control system to synchronize the audio reproduction means with the three-dimension photo-realistic virtual reality display images and the physical means to relate one another to trigger and respond for games and activities – a computer based system to provide a scenario for audio-video outputs which is selected from a database
- [c12] The apparatus in Claim 11 further having means to pro-

duce physical reactions on the part of the mannequin (as action figure toy used in the context of participatory and interactive games and activities) or other physical objects in a manner which represents a simulated sporting, games or interactive reaction

[c13] The apparatus of Claim 11 where in database also includes image of a set of potential sporting participant and computer-based system causes the three-dimensional photo-realistic virtual reality images to progress and change in a manner correlated with the participant's position and movement

[c14] A user interactive apparatus for providing a virtual-reality sporting or inter-activity experience, the apparatus comprising:
audio reproduction means having an audio output
visual reproduction means having three-dimensional photo-realistic virtual-reality visual output
the physical object (mannequin or other physical objects) which is superimposed with three-dimensional photo-realistic virtual-reality images to create an environment
a control system synchronizing and interrelating the audio, video and physical movements relative to one another
the control system including a data base and computer based system for providing a scenario output for the au-

audio output and the three-dimensional photo-realistic visual output

the physical object (mannequin or other physical object) further having control signal generators that are responsive to the movement (sensor) and the position (sensor) and that provide signal outputs that are received by the control system and that are responsive to, representative of, and synchronized with the body movement of the participant when the participant is so associated with the physical activity

the control system further including software that is responsive to database and to the received signal outputs, and that regulates the scenario content so that the audio output and the visual output are synchronized and correspond to the movement of the participant

[c15] The apparatus of Claim 14 wherein the database includes more than one scenario output type and wherein one scenario output type is selectable by the administrator

[c16] The apparatus of Claim 14 which is linked to more than one user in both sequential and simultaneous manner.